

PROCESS OF RELAYING A STORY HAVING A UNIQUE PLOT

BACKGROUND OF THE INVENTION

[0001] Virtual reality, particularly that generated by electronic human-computer interfaces, is relatively new, and has not been sufficiently exploited in new, interesting, stimulating plots in movies, books, and other forms of entertainment. Movies such as *The Matrix* and *The Thirteenth Floor* are among the few movies that have successfully incorporated virtual reality (and its potentially quirky effects) into their plots.

SUMMARY OF THE INVENTION

[0002] The present invention aims to solve one or more of these and other problems.

[0003] According to one embodiment, a process of relaying a story having a timeline and a unique plot involving characters comprises: indicating a character's fear of at least one of acting in a particular manner and performing a particular task; indicating the character being provided with a virtual reality environment having a characteristic; indicating that the character's fear is at least one of reduced and eliminated in the virtual reality environment due to the characteristic; and indicating a belief of the character that the character is in the virtual reality environment at a time in the timeline in which the character is not in the virtual reality environment. The virtual reality environment may be electronically generated. Each of the steps of indicating may comprise indicating in a written or video form.

[0004] In one aspect, the process may further comprise indicating that, at the time, the character is the at least one of acting in a particular manner and performing a particular task. In one aspect, the process may further comprise indicating that the at least one of acting in a particular manner and performing a particular task is beneficial to the character. In one aspect, the process may further comprise indicating that the character is not willing to the at least one of act in a particular manner and perform a particular task when the character does not believe that the character is in the virtual reality environment.

[0005] In one aspect, the characteristic is that consequences of the at least one of acting in a particular manner and performing a particular task are limited to the virtual reality environment. In one aspect, indicating a belief further comprises indicating that the character has been tricked into believing that that the character is in the virtual reality environment at the time.

[0006] In one aspect, the process may further comprise: indicating another character's compassion for the character; and indicating the another character causing, at least one of directly indirectly, the character to be provided with the virtual reality environment and to have the belief.

[0007] In one aspect, indicating a character's fear comprises indicating the character's fear of performing a particular task, wherein the particular task comprises a step toward improving a career of the character. In one aspect, indicating a character's fear comprises indicating the character's fear of performing a plurality of particular tasks, wherein the plurality of particular tasks comprises at least two of: a step toward improving a career of the character; a

step toward improving a love life of the character; and a step toward improving a relationship with at least one of a close friend and a family member.

[0008] In one aspect, the process may further comprise indicating that a virtual reality generating device generates the virtual reality environment by displaying to the character display images based at least in part on images taken of a time period in a life of the character. In one aspect, the process may further comprise indicating the character wearing a camera configured to generate the images and to transfer the images to the virtual reality generating device. In one aspect, in the virtual reality environment, the character may experience in an altered manner stimuli perceived in the time period, wherein the altered manner is due at least in part to an ability of the character in the virtual reality environment to respond to the stimuli in a manner differently than the character responded to the stimuli in the time period. In one aspect, the virtual reality environment is animated, whereby the images taken of the time period may be used to generate fictitious events in the virtual reality environment. In one aspect, the virtual reality environment is interactive, whereby the fictitious events are generated interactively in response to at least one of words and actions of the character.

[0009] In one aspect, the process may further comprise: indicating at a first time in the timeline that the character does not believe the virtual reality environment to be realistic because consequences of actions of the character are not believable; indicating that the virtual reality environment has been altered; and indicating at a second time in the timeline that the character believes the virtual reality environment to be more realistic because consequences of actions of the character are more believable.

[0010] In one aspect, the process may further comprise: indicating at least one of the character and a second character being provided with a second virtual reality environment; and indicating that a virtual reality generating device generates the second virtual reality environment by displaying display images derived from images taken of a time period in a life of a third character.

[0011] In one aspect, the process may further comprise: indicating the character learning that the character was not in the virtual reality environment at the time; and indicating that the character has learned to overcome the character's fear.

[0012] In one aspect, the process may be a process of displaying a motion picture having a timeline and a unique plot, comprising: displaying a video representation of an actor acting as the character; displaying a video representation of the actor indicating the fear of at least one of acting in a particular manner and performing a particular task; displaying a video representation of an indication that the character is provided with the virtual reality environment; displaying a video representation of an indication that the character's fear is at least one of reduced and eliminated in the virtual reality environment; and displaying a video representation of the actor indicating the belief.

[0013] In one aspect, the process may be a process of creating a motion picture having a timeline and a unique plot, comprising: creating a video representation of an actor acting as the character; creating a video representation of the